



Dmytro Havryliuk

Game Developer

I am looking for a job in game development as a programmer. I want to contribute to the project and gain practical skills in the industry. I am able to learn new skills quickly and easily establish cooperation.

EXPERIENCE

- Praktyki w Rubens Games •
- MageJam 2024 •
- Game jam w ramach Festiwalu ANIMATOR •
- PoGJam 2025 •

HARD SKILLS

- Unity C#: working on 2D and 3D projects;
- Git and GitHub version control systems;
- 3ds Max: modeling simple 3D models;
- Photoshop: creating 2D assets and UI elements;
- Additional skills: C++ and Python;




EDUCATION

I have been studying at Collegium Da Vinci since 2023, bachelor's degree, full-time field of study: Game Development

SOFT SKILLS

- logical thinking
- ability to work under time pressure
- resistance to stress
- communication skills and ability to work in a team
- willingness to learn and self-develop

PORTFOLIO

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